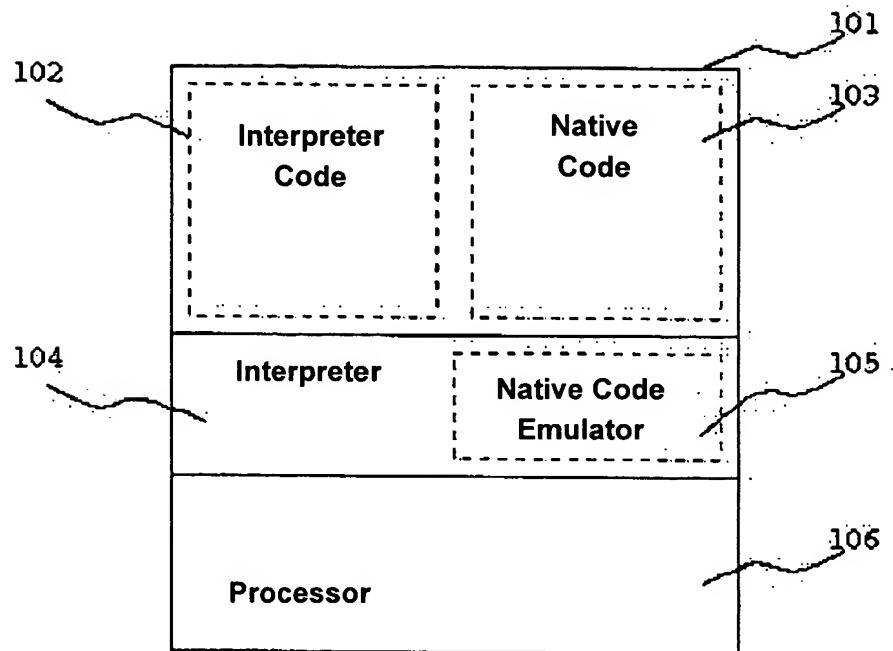


**Fig. 1**



**Fig. 2**

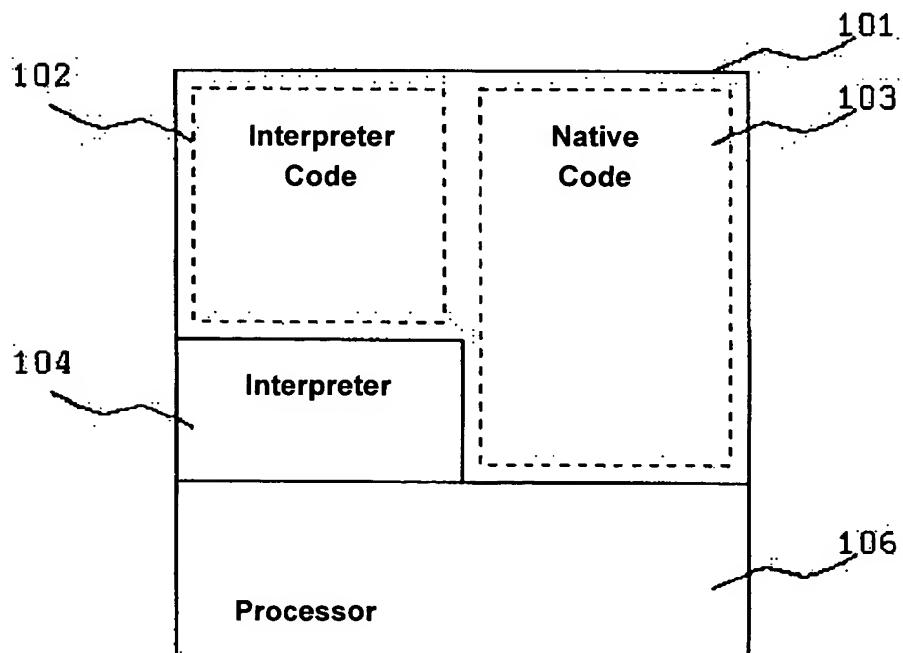


Fig. 3

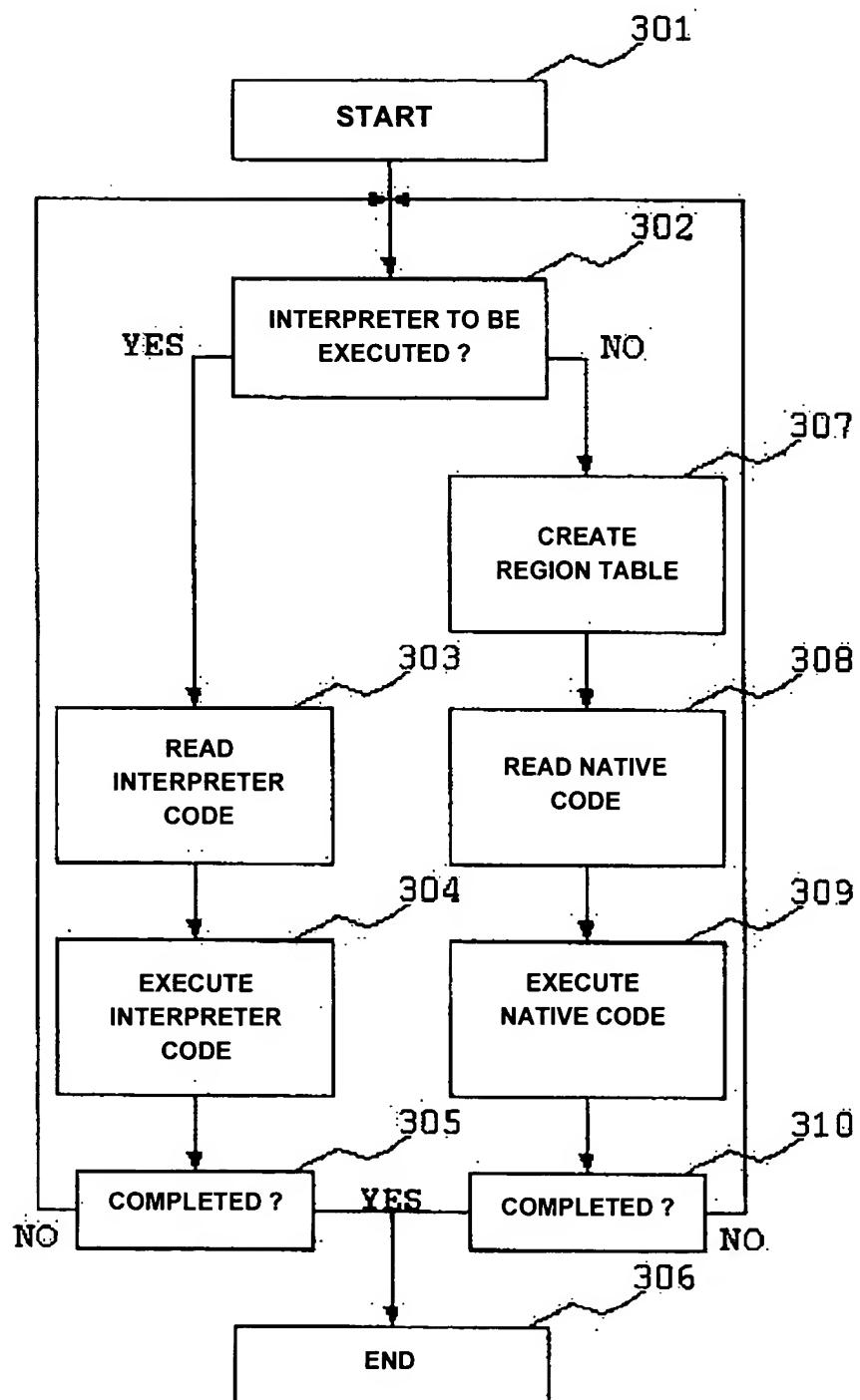
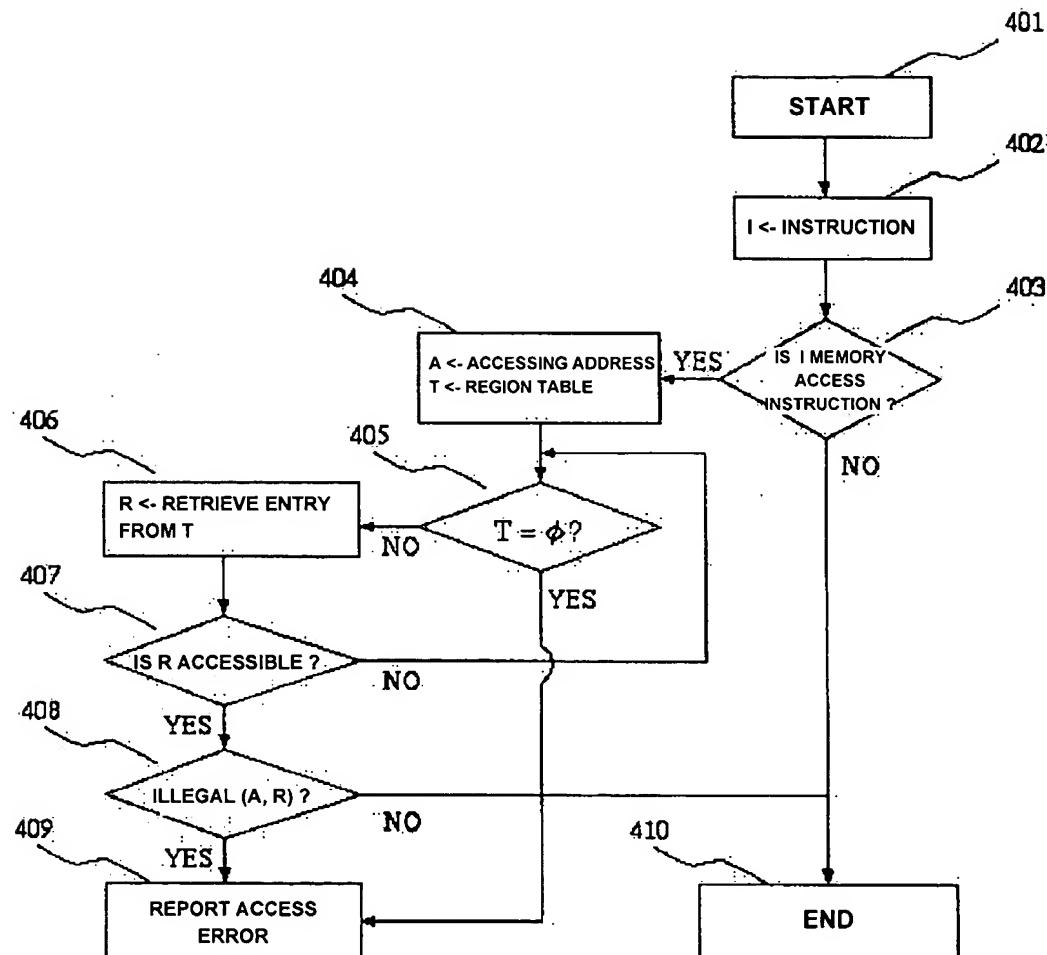
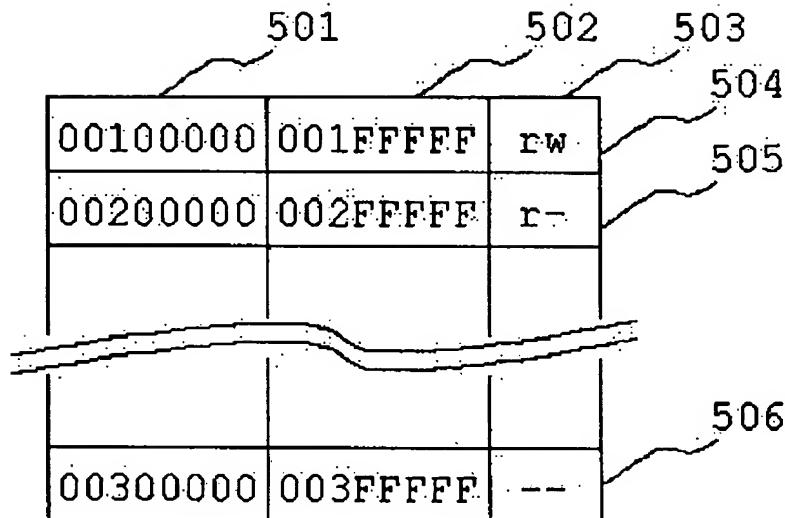


Fig. 4



**Fig. 5**



The diagram shows a memory layout with four rows. Each row consists of three columns: a memory address, a memory value, and a permission field. Above the memory layout, six wavy lines labeled 501 through 506 point to specific memory locations. Line 501 points to the first row. Line 502 points to the second row. Line 503 points to the third row. Line 504 points to the fourth row. Line 505 points to the fifth row. Line 506 points to the sixth row.

00100000	001FFFFF	rw
00200000	002FFFFF	r-
00300000	003FFFFF	--

**Fig. 6 (a)**

```
class C {
    static native void foo(Object obj);
    static void bar(Object obj) {
        foo(obj);
    }
}
```

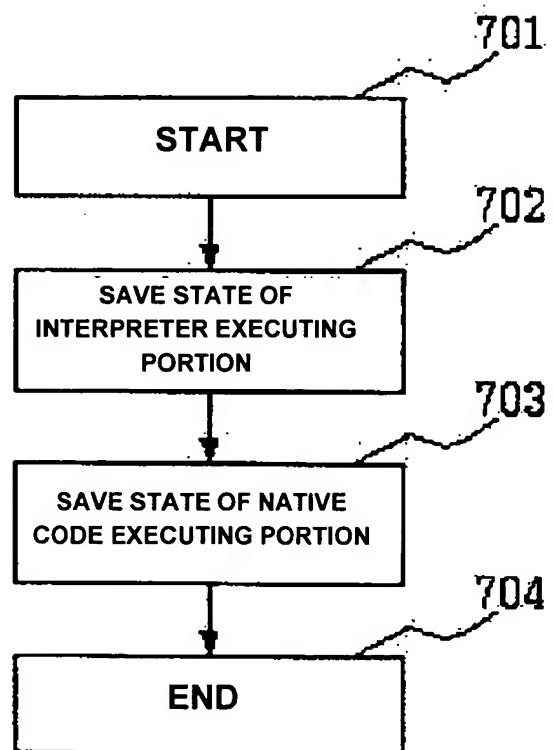
(a) Java Code

**Fig. 6 (b)**

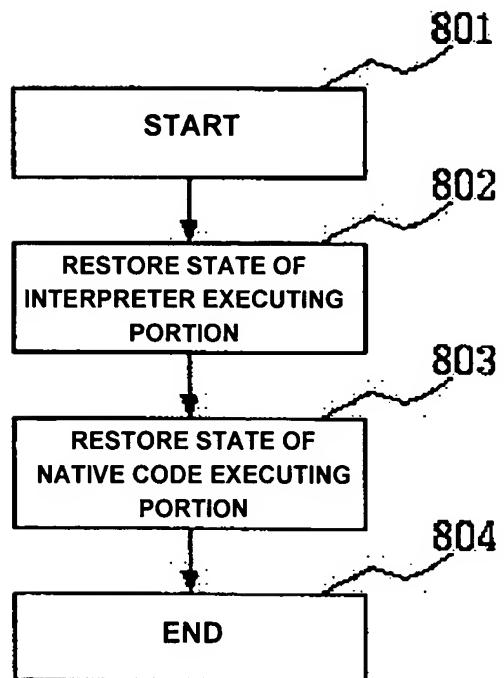
```
JNIEXPORT void JNICALL Java_C_foo(
    JNIEnv *env, jclass cls, jobject obj) {
    int *p = (int *)obj;
    *p = 0;                                // (1)
}
```

(b) Native Cod

Fig. 7



**Fig. 8**



**Fig. 9 (a)**

```
class C {
    static native void foo();
    static void bar() {
        for(int j=0; j < 10; j++) {
            foo();
        }
    }
}
```

**(a) Java Code**

**Fig. 9 (b)**

```
JNIEXPORT jint JNICALL Java_C_foo(
    JNIEnv *env, jclass cls) {
    jint s = 0;
    for(int i = 0; i < 100; i++) {
        s = s + 1;
    }
    return(s);
}
```

**(b) Native Code**

**Fig. 10**

**Interpreter**

Variable	Value
j	3
PC	...

**Native Code**

Variable	Value
i	10
s	45
PC	...

Fig. 11

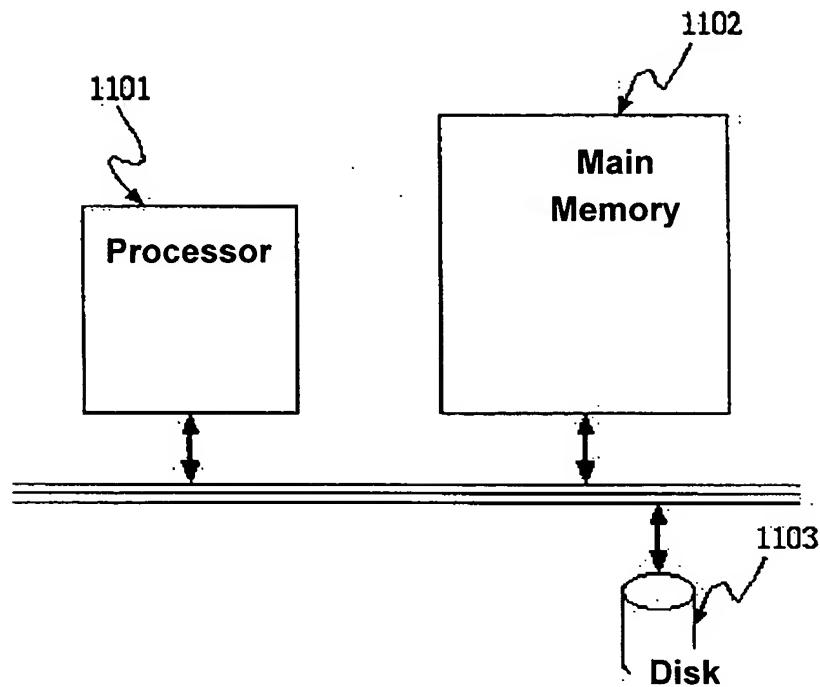


Fig. 12

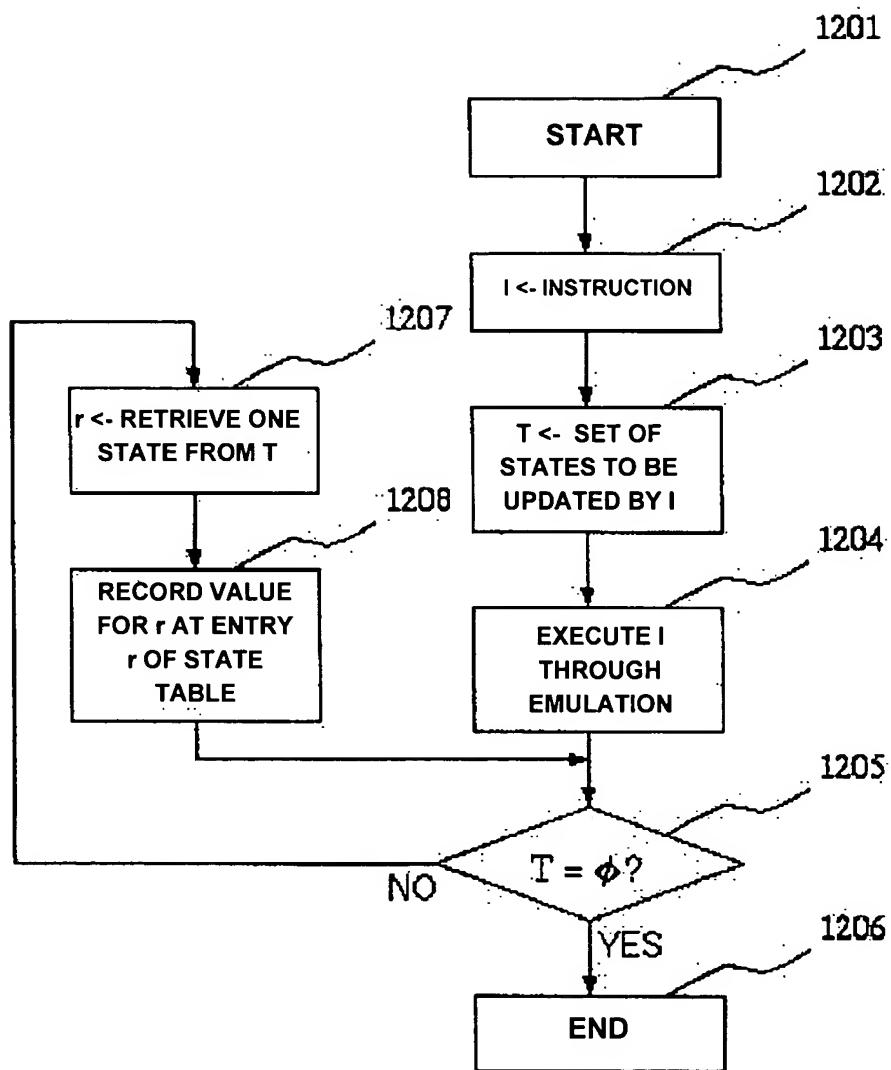


Fig. 13

